TOMY TUTOR

HOW TO PLAY

Deep Six™

GET READY

Be sure your computer is hooked up correctly.
See your owner's manual for details.

- Insert **DEEP SIX** game cartridge *before* you turn the computer on. Make sure the label is facing you.
- Turn the computer and TV set on.
- When color bars appear, press any key. Then press ↓ twice, to make the finger point at "CARTRIDGE."
- Press RT.
- Look at the TV screen to see what happens when your diver shoots a giant jellyfish—and is hit by a Spearfish's spear!

OBJECT OF THE GAME

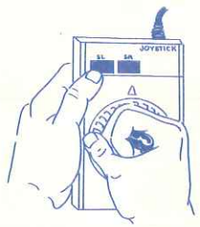
Send your diver to the bottom of the sea. Make him shoot all the small fish so he can descend to a deeper level. Don't let any fish touch the diver! Win big points when he shoots spearfish and spears, and two kinds of jellyfish. When the diver gets near the ocean floor, make him shoot the giant octopuses to stun them so he can grab the sunken treasure!

HOW TO START

- When you see: PLAYER 1, 2 & press 1 or 2 on keyboard to set number of players.
- When the fish start to move, the game begins.
  - —In 1-player games, use *left* controller.
  - —In 2-player games, the player with the *left* controller has the first turn.

HOW TO USE THE CONTROLLERS

JOY CONTROLLERS

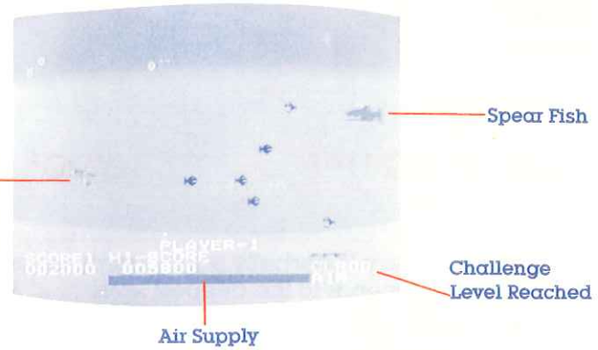


JOYSTICK CONTROLLERS

- Press Disk edge or move joystick in direction you want your diver to swim.
- To make your diver shoot, press *either* SL or SR.
- To change the diver's aim, press Disk edge or move joystick in new direction, *without* pressing SL or SR button.
  - —The diver can swim in 8 different directions, but can only shoot left or right and straight up or down.
- You start with 4 divers, and a full air supply. One diver is in the water, three are in reserve.
  - —The more the diver shoots, the more air is used up.

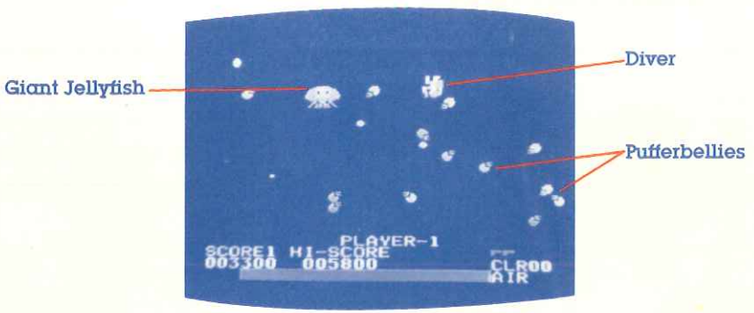
PLAY ACTION

THE FIRST LEVEL



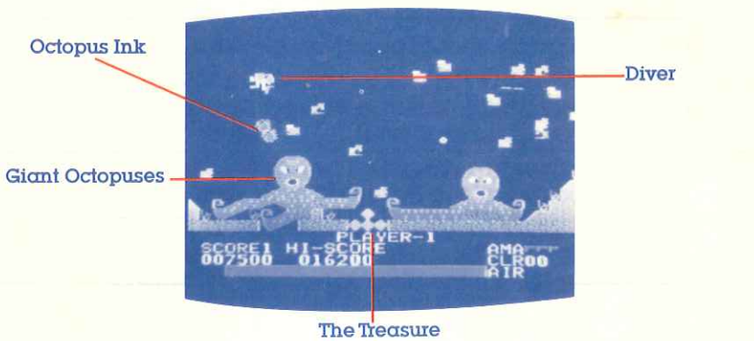
- Use controller to make diver swim and avoid touching anything except the colored bubbles.
- Press SL or SR to shoot at all fish. Every Snapper Fish must be shot before diver can descend to next level.
  - —Keep pressing SL or SR for continuous shooting.
- To change aim, release SL or SR and use Disk or joystick to set new direction.
- For more points, shoot Spear Fish; for even bigger scores, shoot its spear!
- When every Snapper Fish is shot, game pauses while diver descends to next level...
- Now the diver has to fight off two kinds of jellyfish while shooting all the Pufferbellies in sight!
- When the diver shoots a Giant Jellyfish it turns into a Smart Jellyfish, which is much smaller and very aggressive! Make the diver shoot both versions of each Jellyfish.

THE SECOND LEVEL



- When every Pufferbelly is shot, game pauses while diver descends to the deepest level...
- To reach the Treasure, dive to the ocean bottom without touching a Guard Fish or a burst of ink sent up by the Giant Octopuses.
  - —When you shoot an Octopus, it is stunned for a while and cannot shoot ink at the diver.
  - —Don't let the diver be caught in the tentacles of either Octopus.

AT THE BOTTOM OF THE SEA



- When the diver reaches the Treasure you win a big bonus and the game advances to the next Challenge Level, back near the sea surface.

SCORING

Each small snapper fish or pufferbelly shot	100 points
Each spear fish shot	500 points
Each spear shot	700 points
Each giant jellyfish shot	500 points
Each smart jellyfish shot	700 points
Reach the treasure	5,000 point bonus

TO PLAY AGAIN

- When every player has lost all divers, wait to see:

  GAME—OVER

  RT—KEY

- Press [RT], then wait for the computer to ask for the number of players in the next game. Press [1] or [2]. Try to beat the HI SCORE!

90 DAY LIMITED WARRANTY

Tomy warrants to the original consumer purchaser of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with the proof of the date of purchase to either the retail store where purchased or, postage prepaid to:

Tomy Corp., Home Computer Division, Repair Center
P.O. Box 6252, Carson, CA 90749

for repair or replacement at no charge. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

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